Baldwin

MCO SERIES T.M.

Owner's Guide

Baldwin®

Owner's Guide

for

MCO SERIES

FunMachine	Fanfare
Viva	Encore
Fantasia	Marquee
Interlude	MicroComputer Orchestra
Bravo	Studio
Overture	Cinema

Congratulations on your selection of a Baldwin organ or FunMachine. Whether you are a professional organist, an amateur musician or a beginner, you are entering a new world of musical fun and exploration with this fine instrument.

This book gives you all the basic information you need to become acquainted with your new Baldwin: Complete operating instructions, suggested tone combinations, and hints on using the different and exciting Baldwin features.

The model information sheet which accompanies this book gives you an overview of your model with a brief description of each feature, suggestions for starting to play right away, and directions to further information on that feature.

NOTE: Not all features are available on all models. Refer to the model information sheet to determine which features are on the instrument you have and, therefore, to determine which parts of this guide pertain to your model. Disregard features (voices and controls) not available on your instrument.

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THE ARRANGER

With The Arranger on, a complete setup, or registration, is automatically selected for you. Included are upper, lower, and bass voices,* plus appropriate motion controls. The Arranger automatically chooses a different and suitable registration for each rhythm you select — plus a special registration when all rhythms are turned off.

If you don't want to use the registration selected by The Arranger, cancel The Arranger and choose the voice tabs you want.

Depending on which rhythm you've choosen, certain Solo Easy Players may also be automatically turned on (models with lighted push buttons only).

On models with lighted push buttons, The Arranger automatically lights up when either 1-Finger or FunChords accompaniment is selected. This makes it easy for you to sound good. Just choose one of the Accomp Easy Players, select a rhythm, and play!

To Use The Arranger with automatic rhythm, the (Stereo) RealRhythm button should be on (lighted, on models with lighted push buttons).

You can also use The Arranger without drum effects [make sure the (Stereo) RealRhythm button is off]. The resulting registration changes automatically when you select a rhythm tab to match the kind of music you're playing.

NOTE: The lower and bass voice combinations might change slightly when (Stereo) RealRhythm is turned on or off.

On the following pages are lists of the upper keyboard voices that The Arranger activates with each rhythm, as well as without rhythm. Appropriate lower and bass registrations are also selected automatically, including, for those models that have them, FantomFingers and Fantom Touch.

*Throughout this manual, the keyboards are referred to as "upper" and "lower." On the FunMachine models, these terms apply to the solo (right-hand) and accompanment (left-hand) keyboards, respectively. The word "bass" is synonymous with "pedal" for those models with pedals.

THE ARRANGER REGISTRATIONS

FunMachine 140, Viva, and Fantasia

RHYTHM OFF:	Flute-String combination (Full Organ on Viva and Fantasia)
FOX TROT/COUNTRY:	Piano solo
SWING:	Flutes and Trumpet
BALLAD ROCK:	Flute-String combination
JAZZ ROCK:	Brass ensemble
DISCO:	Brass-Flute combination with Sustain
WALTZ:	Flute (Open harmony Flutes on Viva and Fantasia) with Violin and Sustain
POLKA/MARCH:	Trombone solo (Clarinet solo on Viva and Fantasia)
CHA-CHA:	Marimba
SAMBA:	Flute-Trombone combination (Flute-Clarinet combination on Viva and Fantasia)
CUMBIA:	Trumpet solo (Viva does not have this rhythm)
BOSSA NOVA:	Piano solo
TANGO:	Flute-String combination (Viva does not have this rhythm)

THE ARRANGER REGISTRATIONS

FunMachine 145

RHYTHM OFF:	Flute-String combination with Solo Pro
FOX TROT:	Piano solo with Solo Pro, Piano Star Performer
SWING:	Trombone with Solo Pro, Piano Star Performer
BALLAD ROCK:	Flute-String combination with Solo Pro, Piano Star Performer
JAZZ ROCK:	Trumpet and Trombone, Piano Star Performer
DISCO:	Percussive Brass, Piano Star Performer
WALTZ:	Flute-String combination with Solo Pro, Piano Star Performer
COUNTRY:	Country "fiddles" with Solo Pro, Banjo Star Performer
DIXIE:	Banjo with Solo Pro, Banjo Star Performer
POLKA/MARCH:	Accordion with Solo Pro
RHUMBA:	Vibraharp combination with Solo Pro, Guitar Star Performer
BOSSA NOVA:	Piano solo, Guitar Star Performer
TANGO:	Flute-Accordion combination, Guitar Star Performer

Interlude, Bravo, and Overture

RHYTHM OFF:	Full organ with Solo Pro
FOX TROT:	Flute ensemble with Solo Pro, Piano Star Performer
SWING:	Flutes and Trumpet with Solo Pro, Piano Star Performer
BALLAD ROCK:	Flute-String combination with Solo Pro, Piano Star Performer
JAZZ ROCK:	Jazz Flute combination, Piano Star Performer
DISCO:	Percussive Brass, Piano Star Performer
WALTZ:	Open harmony Flutes with Sustain and Solo Pro or Theatre, Piano Star Performer
COUNTRY:	Country "fiddles" with Solo Pro or Duet, Banjo Star Performer
DIXIE:	Clarinet solo, Banjo Star Performer
POLKA/MARCH:	Accordion with Solo Pro or Duet
RHUMBA:	Marimba with Solo Pro or Duet, Guitar Star Performer
BOSSA NOVA:	Piano solo, Guitar Star Performer
TANGO:	Flute-Accordion combination, Guitar Star Performer

THE ARRANGER REGISTRATIONS

Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema

In these registrations, the word "solo" generally refers to the upper keyboard flute and orchestral voices.

SSS = Solo Syntha-Sound or Super Syntha Solo voices (not available on Fanfare model).

NOTE, Models with Instant Orchestra — Instant Orchestra is automatically activated when **The Arranger** is selected, or when The Arranger is itself activated by one of the Accomp. Easy Players. However, it is possible to cancel Instant Orchestra and use The Arranger by itself. When you do this, the following registrations are activated by The Arranger. When Instant Orchestra is combined with The Arranger, a different set of registrations is activated for each rhythm.

RHYTHM OFF:	Full Flute and String ensemble with Solo Pro
FOX TROT:	Solo Flute ensemble with Solo Pro
SWING:	Solo Flute and Brass ensemble plus SSS Trumpet, with Solo Pro and Duet
SHUFFLE:	Solo Flute 4 and Trombone with Solo Pro and Duet
BALLAD ROCK:	Solo Flute and String ensemble with Solo Pro
JAZZ ROCK:	Solo Flutes (with 5-1/3 and 2-2/3)
DISCO:	Solo Flutes and Brass plus Syntha-Mute and SSS Sax, with Solo Pro and Duet
WALTZ:	Solo Sustain, open harmony Flutes with Solo Theatre
COUNTRY:	Solo "fiddles" plus SSS Violin, with Solo Country (Duet on Fanfare)
DIXIE:	Solo Clarinet pluss SSS Trumpet, with Solo Country (Duet on Fanfare)
POLKA/MARCH:	Solo Accordion with Solo Pro
6/8 MARCH:	Solo Flutes and Brass plus SSS Trumpet, with Solo Pro
RHUMBA:	Solo Marimba plus SSS Violin, with Solo Duet
BOSSA NOVA:	Solo Vibes plus SSS Jazz Flute, with Solo Duet
CHA-CHA:	Solo Flutes and Brass plus SSS Trumpet, with Solo Pro and Duet
SAMBA:	Solo Flutes or Flutes and Piano
TANGO:	Solo Flute, String, Vox Humana (not on Fanfare), and Accordion, with Solo Pro

Baldwin's FunMachine can easily be set up to complement your playing style and experience. (On models with lighted push buttons, simply press one button and all the features needed are activated.)

To play using automatic one-finger accompaniment chords, press the Accomp 1-Finger button (lighted, on models with lighted push buttons).

FunMachine now plays a complete accompaniment—bass, chords, and rhythm—whenever you press a single key, identified by a letter, on the lower keyboard.

To form your own accompaniment chords, but have FunMachine add the bass notes automatically, press the FunChords button (lighted, on models with lighted push buttons).

In both cases above, other buttons also light up on models with lighted push buttons; these are explained later.

EASY PLAYERS

These buttons are divided into three groups: Solo, Accompaniment, and FunBass. In the accompaniment group, you can choose 1-Finger accompaniment or you can form your own chords with FunChords.

1-FINGER ACCOMPANIMENT

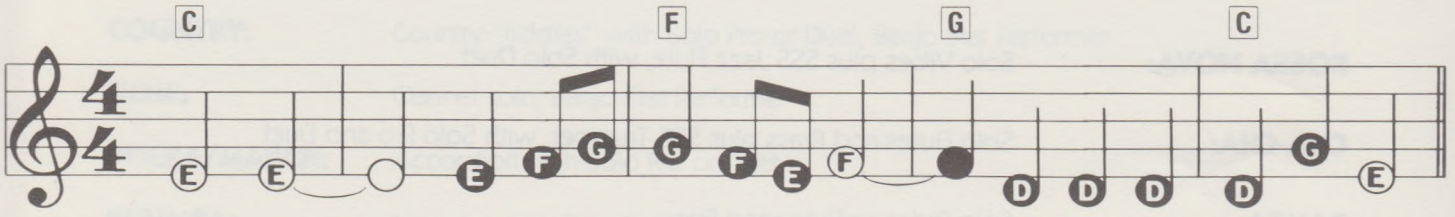
When this button is on (lighted, on models with lighted push buttons), FunMachine provides a three- or four-note chord accompaniment when you use just one finger to press a chord key (keys on the lower keyboard identified by letters). You'll also hear the bass notes being played automatically for you.

Look at the example below. It is notated in E-Z Play® TODAY notation, which features "notes that name themselves." Simply match the letter in the note with the corresponding key on the solo keyboard.

The chord symbols appear in boxes above the music. Just match the letter in the box with the chord key on the accompaniment keyboard.

Endless Love

Words and Music by
Lionel Richie



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Models with lighted push buttons

When you select Accomp 1-Finger, the following buttons also light up, signalling that they are on:

The Arranger
Memory
(Stereo) RealRhythm
Stop
Fancy FunBass

In addition, certain Solo Easy Players light up if certain rhythms are selected. These buttons are explained later. If you choose not to use any of these features, simply press the appropriate lighted button. The light goes out and the feature is cancelled.

If you turn off Accomp 1-Finger, all automatic features are cancelled.

Models without lighted push buttons

Desired features must be activated or cancelled manually.

Accomp 1-Finger And Memory

When Memory is combined with Accomp 1-Finger, any chord played in the one-finger section of the lower keyboard is memorized by FunMachine. The chord and the corresponding bass notes continue to play (even if you remove your left hand from the keyboard).

Memory is especially useful while you're learning to play a song. It allows you to move smoothly to a new chord without a break in the accompaniment.

To stop the automatic accompaniment, press the red Stop button.

NOTE: **Minor Touch** and **Key Selector** operate exclusively using Accomp 1-Finger. Both features are described in detail on the following pages. (Key Selector is found only on the Overture, Fanfare, Encore, Marquee, Studio, and Cinema models.)

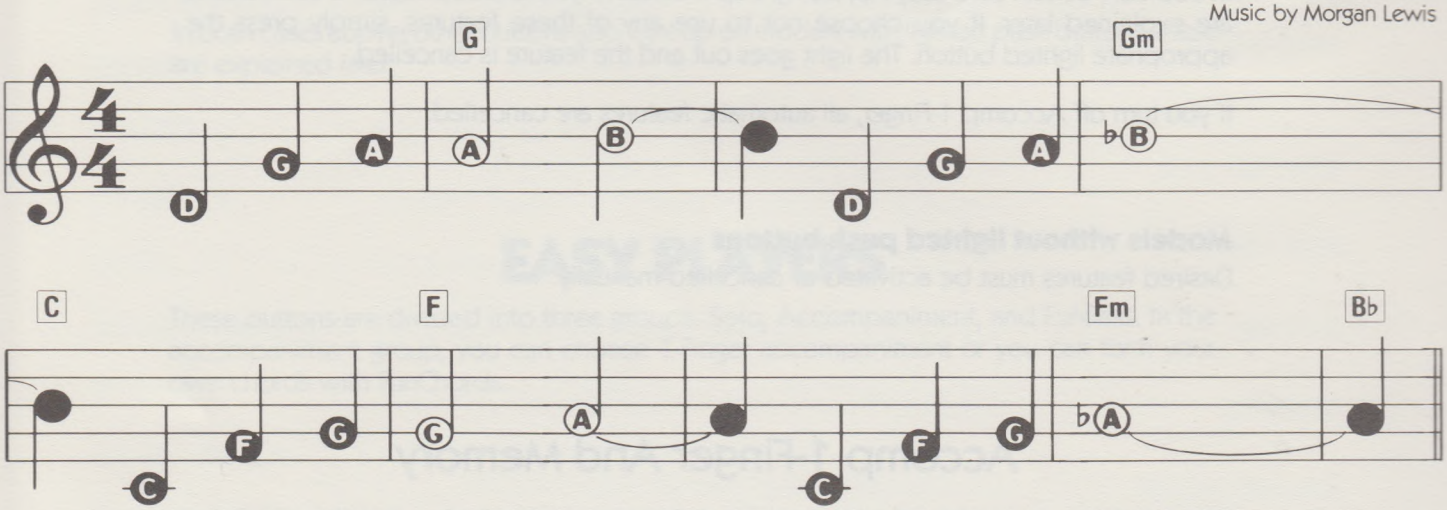
Minor Touch

When you play a one-finger chord key, FunMachine sounds a major chord (or a seventh chord, on those models with Key Selector). If you also touch the Minor Touch strip, the chord will become a minor chord (seventh chords become minor seventh chords).

Minor chords are indicated in the boxed chord symbols by a small "m" next to the chord letter name.

How High The Moon

Words by Nancy Hamilton
Music by Morgan Lewis



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Key Selector

(Overture, Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

Seventh chords are indicated in your music by a "7" following the chord letter name. For most songs, press the button on the Key Selector that corresponds to the last chord in a song to add seventh chords to your one-finger accompaniment automatically.

Seventy-two one-finger chords are provided by FunMachine: major, minor, seventh, and minor seventh chords in all twelve keys (also see Minor Touch), as well as sixth and minor sixth chords. With some rhythms, the Star Performer voice plays sixth chords (unless the Key Selector calls for a seventh chord). The difference between major and sixth chords isn't as great as the one between major and seventh chords. Sixth chords do, however, "dress up" your playing — you'll really sound like a pro!

As four-note seventh chords occur in most music, your organ has been equipped with Baldwin's exclusive Key Selector — a computer that causes some of the chord keys to play seventh chords automatically.

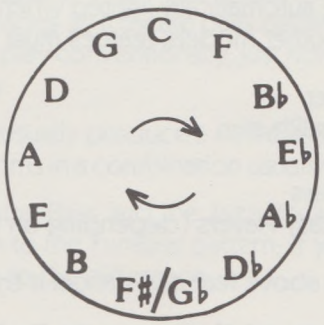
The Key Selector buttons operate only when Accomp 1-Finger is on, and automatically cancel when the 1-Finger button is turned off. With all Key Selector buttons off, FunMachine plays three-note major and minor one-finger chords.

The Key Selector buttons are labelled with the names of keys (C-G♭, B-F, etc.) and the number of sharps or flats in the respective key signature (0-6♭, 2♭-5♯, etc.)

NOTE: When you press a Key Selector tab on Cinema or Marquee, a small light above the tab goes on. To cancel, just press again and the light goes out.

Circle Of Chords

In most music, chords follow each other according to certain rules of harmony. The "circle of chords" illustrates the most common route they take.



The final chord in a song usually indicates the key the song is written in — i.e., the chord around which the melody and all the other chords are organized. This chord is called the "tonic," and creates a feeling of rest, or finality.

Chords commonly heard in a song include the tonic, of course, and the ones right before it and right after it on the circle. A song written in the key of C, for example, will include the C chord, probably the F and G chords, and possibly the D, A, and E chords. The rules of harmony state that chords before the tonic (E, A, D, and G) will likely be seventh chords, so the Key Selector automatically makes them such.

Occasionally songs don't follow this rule. If the automatic seventh chords don't sound right, press the same Key Selector button again to turn it off; then FunMachine will play only major and minor chords.

FUNCHORDS

When this button is on (lighted, on models with lighted push buttons), and you play all the notes of a chord on the lower keyboard, FunChords adds the bass notes automatically.

For the bass tones, the FunMachine computer automatically picks certain notes of each chord and plays them in a pattern that complements the automatic rhythm you've chosen (if FunBass is also on). If no rhythm is selected, or if FunBass is off, FunMachine plays the chord you form and its corresponding bass tone (root) in a sustained manner.

The following additonal buttons are automatically lighted when you select FunChords (on models with lighted push buttons only; on other models, featues must be added manually):

The Arranger
(Stereo) RealRhythm
Stop
Fancy FunBass
plus Solo Easy Players (depending on the rhythm)

If you choose not to use one of the above features, cancel it by pressing the appropriate button.

NOTE (models with lighted push buttons): If you press the FunChords button while it is lighted, all automatic features are cancelled.

Playing Your Own Pedal Notes With Funchords
(does not apply to FunMachine models)

Sometimes you might like other bass notes than those picked by FunChords. If so, simply add the desired bass pedals with your left foot as you play the chord. To restart the automatic bass, release the pedals and replay one of the chord notes, or play a new chord.

Pedal To Accomp
(Studio, Cinema only)

This button enables you to play the pedal voices from the lowest two octaves of your lower keyboard. If you play more than one key in this section, the pedal voice will sound from the lowest one. Use Pedal To Accomp to play complicated "walking bass" patterns easily with your left hand. You can also use it when you play standard hymns — the pedal voice will automatically sound the correct bass part (lowest note in each chord).

Funchords And Memory

When you press FunChords, Memory does not turn on automatically. It can be added, however, if you want it — just press the button. Memory remembers the chord notes you play and continues to play them and the corresponding bass notes even if you remove your left hand from the lower keyboard.

NOTE: With FunChords and Memory on, release all chord notes before you play a new chord.

To Stop the automatic accompaniment, press Stop.

Memory is especially useful while you're learning to play a song. It allows you to move smoothly to a new chord without a break in the accompaniment.

FUNBASS

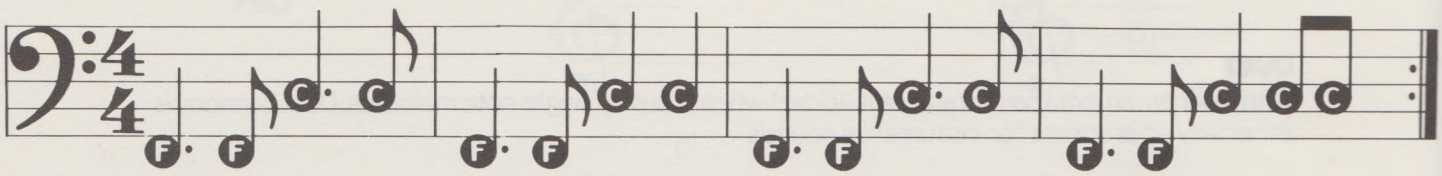
On most models, FunBass provides two special bass note patterns for each automatic RealRhythm: Plain and Fancy. On the FunMachine model 140, Viva, and Fantasia, there is only one FunBass pattern for each rhythm — usually corresponding to Fancy FunBass on the other models. You can use FunBass whenever automatic rhythm is on, whether you play Accomp 1-Finger, FunChords, or play the pedals yourself (FunMachine models have no pedals). FunBass uses the voices in the Bass/Pedal section.

On models with lighted push buttons, when you press 1-Finger or FunChords, Fancy FunBass is automatically turned on. This provides an intricate bass pattern. If a less intricate pattern is desired, press the Plain button. When you play conventionally, just hold down a pedal, and, if RealRhythm is on, FunBass sounds automatically.

When you combine rhythms you usually produce a new FunBass pattern. In addition, changing the order in which you select the rhythms in a combination usually results in still another FunBass pattern.

Select Accomp 1-Finger plus String Bass and the Jazz Rock rhythm. Turn off The Arranger. Hold down the F chord key and listen to the FunBass pattern; if your model has both Plain and Fancy FunBass, try them both and listen to the difference.

PLAIN — You Hear



FANCY — You Hear

FunBass And Memory

(does not apply to FunMachine models)

On models with lighted push buttons, when you select FunBass, Memory and (Stereo) RealRhythm are automatically turned on. On other models, you can add these features manually. With Memory on, any pedal note you play is remembered and continues to play, even if you release the pedal. You can play your own pedal patterns, however, even with Memory on; each pedal sounds the proper note as it is played. The automatic FunBass pattern resumes when you cease playing the pedals. Of course, you can cancel Memory at any time simply by pressing the (lighted) button.

SOLO EASY PLAYERS

(FunMachine, Viva, Fantasia, Interlude, Bravo, and Overture)

These buttons add harmony notes to the melody, even if you're playing with only one finger. The harmony notes added are based on the chords you play on the lower keyboard — either conventionally, or when you're using 1-Finger or FunChords accompaniment.

PRO

With Pro on, three- and four-note chords sound on the upper keyboard even when you play single-note melodies. NOTE: On some models, Pro sounds duet harmony when non-flute voices are used.

THEATRE

When the Theatre button is on, every melody note you play becomes a three-note open chord. Open chords often produce a theatre organ sound. Now you can play this unique style using a single-note melody. Theatre not only enhances the Flute voices, but produces a beautiful string ensemble sound when combined with strings (yellow tabs) and String Chorus/Panoramic Strings.

DUET

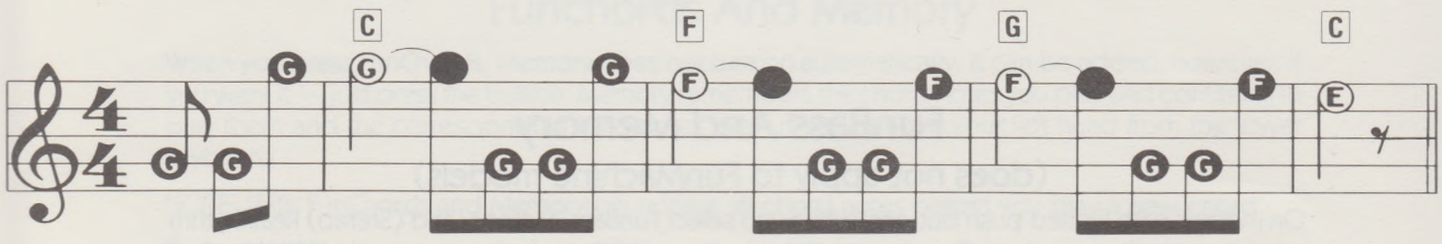
With Duet on, an extra harmony note is added when you play single-note melodies. Duet harmony is especially appropriate for instrumental sounds.

NOTE: Duet and Theatre are not available on all models.

Try the example below with different combinations of solo voices, with and without Solo Easy Players. Listen to the differences in sound that you can create. Use either Accomp 1-Finger or FunChords for the accompaniment if you wish.

You Needed Me

Words and Music by
Randy Goodrum



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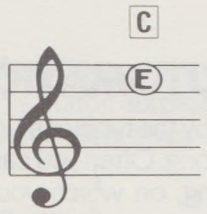
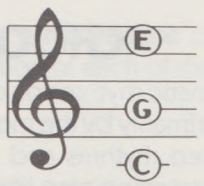
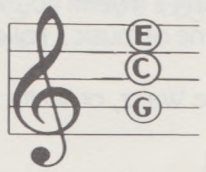
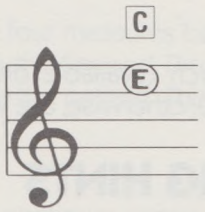
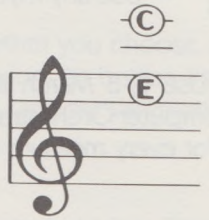
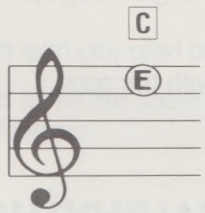
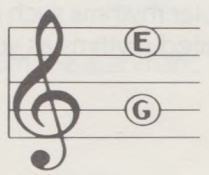
SOLO EASY PLAYERS

(Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

These buttons add other notes to your melody, even if you're playing with only one finger. The added notes are called **harmony** and are based on the chords you play on your lower keyboard.

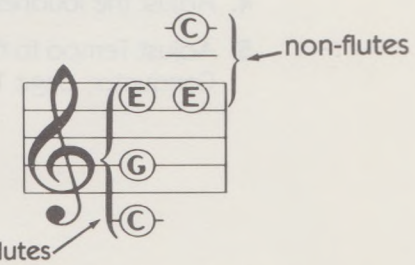
The Solo Easy Players affect all upper keyboard voices except those in Solo Syntha-Sound and Chimes.

To see how each button works, start by playing the C chord (1-Finger, FunChords, or conventionally) and try each example below.

Press...	And play...	You'll hear...
THEATRE		
PRO		
COUNTRY		
DUET		

If you combine either Theatre or Pro with either Country or Duet, one will affect the flute voices while the other will affect non-flute voices. For example...

Select upper Flutes 16, 8, 4, Viola (or Cello) 8, Violin 4.

Press...	And play...	You'll hear:
THEATRE + COUNTRY		

In all four possible Solo Combinations, flutes sound Theatre or Pro tones, and non-flute voices sound the Country or Duet tones.

Experiment with various combinations of these buttons, and the many voices of your Baldwin.

REALRHYTHM, STEREO REALRHYTHM

RealRhythm and Stereo RealRhythm provide automatic drum rhythm patterns, each made up of various percussion voices.

The (Stereo) Real Rhythm button must be on (lighted, on models with lighted push buttons) for the automatic rhythms to sound (except on the FunMachine model 140).

Drum rhythms are started by playing a key on the lower keyboard, pressing one of the bass pedals (except on FunMachine models), or canceling the lighted Stop button.

(Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema only)
When the Kick Switch button is on (lighted), the drums can also be started and stopped by pressing the foot switch on the right side of the expression pedal.

CHOOSING AN AUTOMATIC RHYTHM

The automatic rhythm you choose is suggested by the type of music you're playing. You should be guided primarily by the mood, or flavor, of the song. Often you can be creative by trying unusual or unexpected rhythms and music. An "old" song, on which you might normally use Swing, for example, takes on new life with a Latin rhythm.

In choosing a rhythm you will need to follow the time signature (large numbers at the beginning of the first line of music). Follow these guidelines in matching automatic rhythms with time signatures:

$\frac{3}{4}$ — Use Waltz, or Waltz plus another rhythm.

$\frac{2}{4}$ or $\frac{4}{4}$ — Use any rhythm except Waltz or 6/8 March.

$\frac{6}{8}$ — Use 6/8 March if the music is a march (available only on Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema); otherwise, use Waltz (play two measures of Waltz rhythm for every measure of 6/8).

PLAYING HINTS

Use a slower than normal tempo when first learning a song; speed up as you gain confidence.

Use simpler rhythms such as Waltz or Fox Trot to help you hear the "beat" better. Switch to more complicated rhythms as you become familiar with the song.

USING REALRHYTHM

Here's how to set up the drum rhythm of your choice:

1. Press the rhythm pattern tab you wish to use.
2. Press the (Stereo) RealRhythm button (does not apply to FunMachine 140).
3. Start the rhythm in one of the ways described above.
4. Adjust the loudness by moving the Drum Volume control.
5. Adjust Tempo to the desired playing speed (see Tempo And Drum Volume and The Conductor, page 17).

VARYING THE DRUM RHYTHMS

With RealRhythm and related features, you're not limited to the rhythm patterns preset in your instrument. Here are some ways you can use RealRhythm creatively.

Combine rhythms. Experiment on your own with this. For example, try Waltz with either Swing or Fox Trot to create a jazz waltz.

Change rhythms within a song. This is done most often where a new section of a song begins (after a repeat, for instance). Changing back to the original rhythm after the middle section is optional.

Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema only

Use Second Drummer. Pressing this button automatically creates a variation of each of the preset rhythms; sixteen rhythms now become thirty-two.

Drum Breaks interrupts whatever RealRhythm pattern you're using to create a short drum solo. The selected rhythm restarts when you play a key on the lower keyboard, or when you turn off the Drum Breaks button. This feature is most often used between sections of a song, or where long pauses occur in the melody. Drum Breaks must be pressed AFTER a chord is played.

Studio and Cinema only

Random Rhythm alternates every four measures between the drum rhythm you choose and the Second Drummer variation. When the Second Drummer portion is playing, its button lights up, letting you know where you are in the pattern. This feature also creates random variations in the FunBass patterns.

Drum Roll. This button provides a continuous snare drum roll as long as you hold it in. This button does not light up when pressed.

Cymbal Cancel and **Snare Cancel** eliminate these respective voices from the automatic rhythm, Manual Rhythm, and Drum Breaks features.

USING MANUAL RHYTHM

(Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

Manual Rhythm lets you add drum and percussion voices to the notes you play on the pedals and the lower keyboard — thus, you can create your own rhythm patterns. As you play, you can slow down or speed up and the drums stay with you. Press the Manual Rhythm button and try each of the Stereo RealRhythm tabs. The following chart shows which voices are added to the pedals and lower keyboard with each rhythm tab. (Make sure Stereo RealRhythm button is off.)

This rhythm + MANUAL RHYTHM...	Adds to pedal...	Adds to lower keyboard...
TANGO	Bass drum, cymbal, claves	Snare drum
SAMBA	Bass drum, cymbal, claves	High bongo, maracas
CHA CHA	Bass, cymbal, claves, low bongo	Maracas, woodblock
BOSSA NOVA	Bass drum, cymbal, claves	High bongo, maracas
RHUMBA	Bass drum, cymbal, claves	Tom-tom, maracas
6/8 MARCH	Bass drum, cymbal, hi hat	Snare drum
POLKA/MARCH	Bass drum, cymbal, hi hat	Snare drum
DIXIE	Bass drum, cymbal	Snare drum
COUNTRY	Bass drum, cymbal	Cymbal, hi hat
WALTZ	Bass drum, cymbal	Cymbal, hi hat
DISCO	Bass drum, cymbal	Hi hat, snare drum
JAZZ ROCK	Bass drum, cymbal	Hi hat, snare drum
BALLAD ROCK	Bass drum, cymbal	Snare drum, cymbal
SHUFFLE	Bass drum, cymbal	Snare drum
SWING	Bass drum, cymbal	Snare drum
FOX TROT	Bass drum, cymbal	Cymbal, hi hat

TEMPO AND DRUM VOLUME

(FunMachine, Viva, Fantasia, Bravo, and Interlude)

Turn the Tempo control to adjust the speed of a rhythm.

The flashing red **downbeat light** (not present on Viva) indicates the strong counts in each measure. When the drums are not sounding, the downbeat light flashes in a quarter note pulse.

Adjust the loudness of the drums with the drum volume control.

THE CONDUCTOR

(Overture, Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

The Conductor digital display helps you to set the speed of automatic (Stereo) RealRhythm before you start the drums. Then, while the automatic rhythm is running, The Conductor counts out the beats in each measure.

Before you start the automatic rhythm, The Conductor displays a number for you. This number is the speed, or tempo, at which the rhythm will run when you start it. The number is expressed in terms of quarter notes per minute, which is the same as most metronome settings. Therefore, you can use the metronome setting often seen on standard sheet music to set the tempo of Stereo RealRhythm. Simply adjust the Tempo thumb wheel until the number displayed by The Conductor matches the metronome setting in the music.

Once you start a rhythm, the tempo numbers disappear and The Conductor counts each measure right before your eyes. For 4/4 time, it counts 1-2-3-4; for 3/4 time, 1-2-3; for the 6/8 march, 1-2.

You'll find this feature especially helpful when you are trying to play songs using any of the more complex rhythms, such as Rhumba, Samba, Jazz Rock, etc. It is sometimes difficult to identify when the "downbeat" occurs with such rhythms. Just watch until The Conductor flashes "1" — that's the downbeat.

The brightness of the numbers is controlled by the Display Intensity thumb wheel. The display can be turned off completely by turning the thumb wheel down (↓) all the way.

With the Drum Volume control, you can vary the loudness of the drums to balance with the other organ voices you use.

BASS

(FunMachine models)

Use the String Bass when playing with automatic rhythm. Use the Flute when playing ballads, liturgical music, or theatre-style music.

PEDALS

(all models except FunMachine)

The flute voice(s) continue to sound as long as you hold down a pedal. The built-in sustain feature (a gradual fading out of a tone) is heard only when you release the pedal. Sustain makes a smoother sound as you change from one pedal to another.

Since the piano, bass guitar, and string bass voices are percussive,they begin to decay (fade out) as soon as you play a pedal — like the actual instruments bearing the same names. If you hold down a pedal, the sound decays slowly; if you play and immediately release a pedal, the sound decays more quickly. These percussive voices can be used in combination with the flute(s) to add an accent to your bass notes. They are also the best choice when you use FunBass (see Easy Players).

Balance the volume of the Pedals to the keyboard with the Pedal Volume Control.

LOWER/ACCOMPANIMENT KEYBOARD

The flute(s) are used most often, either alone or combined with other accompaniment voices.

On models with String Chorus or Panoramic Strings, string sounds alone provide variety to the accompaniment when used with String Chorus or Panoramic Strings.

Generally speaking, the registration you select for the lower keyboard depends on four things:

1. The loudness of the upper keyboard registration.
2. The type of sound selected for the upper keyboard.
3. How many notes you play at one time on the upper keyboard (or if you use any of the Solo Easy Players, which add extra notes).
4. The types of accompaniment you play (sustained chords, counter melody, rhythmic, etc.).

When you play with rhythms on, it is best to use lower keyboard percussion voices or FantomFingers to obtain an appropriate rhythmic accompaniment (see pages 19 - 21).

Balance the volume of the Lower/Accompaniment keyboard to the Upper/Solo keyboard with the Lower/Accompaniment Volume Control.

When you play using sustained left-hand chords (especially when automatic rhythm is off), you can use the following as a guide (Flute = Flute/Tibia, String = Cello/Viola/Violin):

With a solo voice or small ensemble (just a few voices):

Lower: Flute 8, 4
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes*

Lower: Flute 8, String 8
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes; String Chorus,
Vibrato or Panoramic Strings*

(Models with Panoramic Strings)
Lower: String 8, 4
String Chorus or Panoramic Strings*

With medium ensembles:

Lower: Flute 8, 4; String 8
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes; String Chorus,
Vibrato or Panoramic Strings*

Lower: Flute 8; String 8, 4
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes; String Chorus,
Vibrato or Panoramic Strings*

Lower: Flute 8, 4; String 8, 4
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes; String Chorus,
Vibrato or Panoramic Strings*

With full ensembles:

Lower: Flute 8, 4, 2; String 8, 4; Diapason 8
Tremolo, Syntha-Rotors Fast or
Panoramic Flutes; String Chorus,
Vibrato or Panoramic Strings*

Remember, when you play rhythmically, it is best to use lower keyboard percussion voices or FantomFingers to obtain a good effect. You can combine these voices with those in the first group (solo voice or small ensemble).

The rhythmic percussion voices and FantomFingers sounds are discussed on the following pages.

*NOTE: Select different Motion/Panoramic Sound controls if necessary for the upper keyboard effect you've choosen.

LOWER/ACCOMPANIMENT RHYTHMIC PERCUSSION

(FunMachine, Viva, Fantasia, Interlude, Bravo, Overture, and Fanfare)

Guitar, Piano, Banjo and Wah Guitar are used primarily when you play rhythmically on the lower keyboard. This includes times when you are playing sustained chords and letting the automatic "drummer" provide the rhythm, and when you are playing the accompaniment chords in a rhythmic manner. When you are playing sustained chords **without** rhythm, the non-percussive lower keyboard voices (flutes, strings) will probably sound best.

> NOTE: It is best to play accompaniment chords in a sustained manner in order to hear the Star Performer and other automatic rhythmic accompaniment effects.

STAR PERFORMER

(FunMachine 145, Interlude, Bravo, Overture, and Fanfare only)

When RealRhythm is running, one of the lower keyboard percussion voices sounds a special Star Performer pattern. This pattern is a series of notes and chords in a style appropriate for the rhythm.

The voice that is the Star Performer for a particular rhythm is the voice whose symbol appears above the rhythm tab. For example, the Star Performer for the Swing rhythm is the Piano. Whenever the Swing rhythm is running and the lower keyboard Piano has been selected, the Piano sounds a Star Performer pattern. When the appropriate voice has been selected for a particular rhythm, the red Star Performer indicator lights up.

The lower keyboard percussion voices that are **not** the Star Performer for a particular rhythm sound rhythmic chord patterns whenever RealRhythm is running. They can be used by themselves or in combination with the Star Performer voice or the other lower keyboard voices.

STAR PERFORMER WITH THE ARRANGER

When you use The Arranger automatic setups, a Star Performer is automatically chosen for every rhythm except the Polka/March and 6/8 March. The Star Performers for these rhythms are not appropriate for the particular registration selected by The Arranger. They are useful for special effects, however. When The Arranger is off, for example, the Banjo Star Performer for the Polka/March rhythm produces an exciting five string "bluegrass" banjo effect.

FANTOMFINGERS

(Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

Baldwin's exciting FantomFingers provides independent percussion voices and effects you can easily use for various accompaniment styles on the lower keyboard — piano glissandos, country banjo, harp arpeggios, a rhythmic brass section, a harpsichord, and lots more.

NOTE: Most of the FantomFingers effects work only when you're also using Stereo RealRhythm.

Six voices — **Guitar, Banjo, Piano, Wah Guitar, Rinky Tink, Harpsichord** — are the sounds produced by FantomFingers. The top two rows of buttons cause these sounds to produce either a Rhythm Chord or a Star Performer effect.

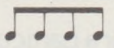
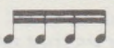
Rhythm Chord (upper row) — These buttons cause any voice(s) you choose (indicated above the row) to sound a chord accompaniment pattern that perfectly matches whichever RealRhythm drum pattern you also choose.

Star Performer (middle row) — These buttons cause any voice(s) you choose to sound a special pattern of notes and chords appropriate for the particular rhythm you have selected. There is, for example, a jazzy Piano Star Performer possible with the Swing rhythm. Or, an exciting Banjo pattern for the Country rhythm. Each rhythm produces a different Star Performer pattern.

Star Performer Modifiers (lower row) — This row of buttons changes the effect made by whatever Star Performer you have selected. They alter the voice you choose in the following ways:

MANUAL PLAY — Allows the Star Performer voice you choose to be "played manually" as a regular percussive voice.

VARIATION I — The Star Performer voice you choose performs a different Star Performer pattern.

VARIATION II and VARIATION III — Cause the chosen voice to sound an arpeggio-style pattern; II is in eighth notes (), III in sixteenth notes ().

VARIATION IV — Produces the same pattern as II or III but allows you to adjust the speed of the notes played with the Variation IV Rate control. Variation IV is especially useful when you want an arpeggio effect and you're not using automatic rhythm.

MANUAL SUSTAIN — Adds a long sustain effect to the selected Star Performer voice. It's similar to playing a piano with the sustain (damper) pedal held down.

Fantom Touch — When one of these buttons — **Piano, Harp, Brass Riff** — is pressed, holding your finger on the Fantom Touch strip, below the upper keyboard, activates a sparkling pattern that enhances your music. The Piano and Harp voices are arpeggio-like figures, while Brass Riff is reminiscent of a swinging trumpet section.

These Fantom Touch effects are quite useful during the introduction or the ending of a song, or when there are pauses in the melody of the song. Simply hold your right thumb on Fantom Touch whenever you want to add a virtuoso "fill" to your music.

NOTE: The Piano and Harp effects sound at any time, whether or not Stereo RealRhythm is running. The Brass Riff sounds a rhythmic effect if the automatic rhythm is on and continuous (sustained) notes if the automatic rhythm is off. However, you can obtain a rhythmic effect, even when the automatic rhythm is not running, by tapping your thumb as desired on the Fantom Touch strip.

Models with Instant Orchestra — Brass Riff is replaced by **Orchestra riff.** When automatic Stereo RealRhythm is running and Orchestra riff is selected, a special fancy Instant Orchestra pattern sounds when you touch Fantom Touch. This pattern changes according to the rhythm you have selected. It is not necessary for you to hold a finger on Fantom Touch; the Orchestra riff pattern will continue to sound until the current four-measure rhythm segment is completed, until you play another note on the lower keyboard, or until you tap Fantom Touch a second time.

FANTOMFINGERS AND THE ARRANGER

The Arranger, Baldwin's exclusive automatic registration system, automatically selects a particular combination of FantomFingers effects appropriate for the rhythm you have chosen. However, you can change the FantomFingers effects whenever you want. Simply cancel the lighted buttons you don't want and select the effects you do want.

SELECTING FANTOMFINGERS EFFECTS

Naturally, some FantomFingers effects sound better than others, according to the type of music you're playing. While there are no absolute rules (and what one person likes isn't necessarily going to please someone else), it is a good idea to match the FantomFingers voices to the mood or style of the song.

Guitar: Latin-American rhythms, rock, country.

Banjo: Country, folk, dixieland, polkas.

Piano: Ballads, old standards, Latin-American, classical and general music.

Wah Guitar: Rock, disco, novelty songs.

Rinky Tink: Dixieland, ragtime, novelty.

Harpsichord: Pretty ballads, classical music.

You can use any combination of Rhythm Chord and Star Performer effects. Use your imagination and be creative. Remember, there are no "incorrect" settings — and with most contemporary music, anything goes! Refer to the Registration section at the back of this guide for a few of the hundreds of possible combinations.

INSTANT ORCHESTRA

Instant Orchestra provides special programmed orchestral accompaniments and voices for the lower keyboard. It is automatically activated when The Arranger is selected or activated, but may be used by itself if desired. In addition, other lower keyboard and FantomFingers voices may be used along with Instant Orchestra.

Rhythmic mode. When automatic Stereo RealRhythm is running, Instant Orchestra (Rhythm) automatically sounds a special programmed accompaniment when you play a chord on the lower keyboard (or when one is played automatically by Accomp. 1-Finger). The accompaniment pattern changes when you use different rhythms, and also when you play different kinds of chords (major, minor, 7th, etc.). The pattern might be sounded by Trumpets, Saxophones, Trombones, Violins, Guitars, Flutes or Clarinets, or a combination of these, depending on the rhythm you select.

Non-rhythmic mode. When automatic Stereo RealRhythm is not running (or if Instant Orchestra -Manual is selected on models having this feature), Instant Orchestra sounds a preset combination of voices on the lower keyboard, according to the rhythm tab selected. A different combination of voices is preset for each rhythm tab. The way you play on the lower keyboard also can change which voices sound.

As an example, when you have selected the Swing rhythm and play a chord on the lower keyboard, Instant Orchestra will sound a Trumpet on the top note of the chord, a Trombone on the bottom note and Saxophones on the middle note(s). NOTE: Instant Orchestra sounds a maximum of five notes.

Also see **Models with Instant Orchestra,** page 20.

UPPER/SOLO KEYBOARD

This category includes the flute/tibia voices, orchestral voices, and the Preset Percussion voices. Larger Baldwin models also include a group of controls called Solo Syntha-Sound.

FLUTES/TIBIAS

(all models except FunMachine)

These basic organ voices can be used in various combinations to create many solo and ensemble effects; they are the foundation of most voice control settings (registrations). **All references to flutes automatically include the tibia voices on theatre-style Baldwin models.**

Motion/Panoramic Sound

The tabs identified as Flutes in the Panoramic Sound section (the Motion controls on models without Panoramic Sound) significantly alter the type of sound produced by the flute voices. For example, the same combination of flutes can produce either a classical organ sound or a theatre organ sound, depending on which Motion/Panoramic Sound control is used. Refer to the chart below for a few upper keyboard flute combinations, and to the Registration section of this guide for more.

TYPE OF SOUND	UPPER KEYBOARD	MOTON/PANORAMIC SOUND
Theatre Organ Tibias	Flute 16, 4	Tremolo/Theatrical
Basic Flute Ensemble	Flute 16, 8, 4, 2, 1	Tremolo/Panoramic Flutes/Tibias
Classical Organ	Flute 16, 8, 4, 2-2/3, 1	Off/Syntha-Rotors Slow
Ballads	Flute 16, 8, 5-1/3, 1	Tremolo/Syntha-Rotors Fast

NOTE: On the Viva, substitute Vibrato for Tremolo.

Percussion Attack (Fanfare, Encore, Marquee, Studio, and Cinema) affects all flute/tibia voices except 16′ and 8′. It adds a jazz accent for many colorful effects. NOTE: Theatre-style models include a PA designation on those tibia voices affected by Percussion Attack.

Try this jazz registration:

UPPER KEYBOARD	PANORAMIC SOUND
Flute 16, 8, 2-2/3, Perc. Attack	Syntha-Rotors Slow

FOOTAGES AND PITCH

The numbers that are included with the names of many controls are called footages, and are points of reference — the bigger the number, the lower the pitch.

Although you can cause many pitches to sound at the same time (by selecting voices with different footage markings), combinations are rarely heard as separate notes. They are usually recognized as variations of sounds. Combinations of flutes (tibias) are heard as variations of organ-type sounds.

Voices that are identified by 16′, 8′, 4′, 2′ and 1′ sound octaves of the keys you play. (Octave = same tone higher or lower. For example, any two C keys on the keyboard are said to be one or more octaves apart.)

Those pitches with fractions (Fanfare, Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema) sound notes other than the octaves, so they should never be used alone. Fractional-pitch voices are used to produce novelty effects, jazz organ combinations and full-organ ensembles.

Hold down middle C on your upper keyboard and listen as you turn on the flute voices one at a time.

ORCHESTRAL VOICES

NOTE: Disregard features not available on your instrument.

The strings — **Cello, Viola, Violin** — can be used as solo voices (with Vibrato) or in ensemble registrations (if your model has String Chorus or Panoramic Strings, use it with string ensemble registrations).

The **Trumpet, Trombone, Clarinet,** and **Accordion** tabs can be used as solo voices, or to add color contrast to various flute and string settings. Vibrato can be added to any of these voices (except Accordion) for greater authenticity.

Vox Humana is a traditional organ voice, somewhat like the sound of a choir; the name means "human voice" in Latin. This voice is affected by the Flute Panoramic Sound controls.

Syntha Mute, used alone, creates an "ooowah" effect. Combine with Sustain and get a "twang" effect; with Panoramic Strings for a sound typical of today's music synthesizers.

Sustain makes no sound by itself. It causes the sound produced by most solo keyboard voices to gradually fade away, or "decay," after you release the keys. Sustain can be used for a number of extremely pretty sounds, as shown in the Registration section of this guide.

SOLO SYNTHA-SOUND, SUPER SYNTHA SOLO

(Encore, Marquee, MicroComputer Orchestra, Studio, and Cinema)

These voices accurately reproduce the sound of the instruments they're named for — they even include the motion (vibrato) and special effects that are characteristic of each instrument.

The Solo Syntha-Sound voices sound only one note at a time, as a solo clarinet or trumpet would. You can use this to great advantage in your playing, especially when you combine Solo Syntha-Sound voices with upper keyboard flute/tibia and orchestral voices.

Normally, selecting one of the Solo Syntha-Sound voices automatically cancels the other upper keyboard voices. This permits quick registration changes, such as from a flute/tibia ensemble to a trumpet solo. **Add Organ,** however, allows you to combine standard upper keyboard voices with any Syntha-Sound voice you choose; in this case, when you play a chord on the upper keyboard or use one of the Solo Easy Players, the Syntha-Sound voice sounds on the melody note (highest chord tone) while the upper keyboard voice(s) sound the entire chord.

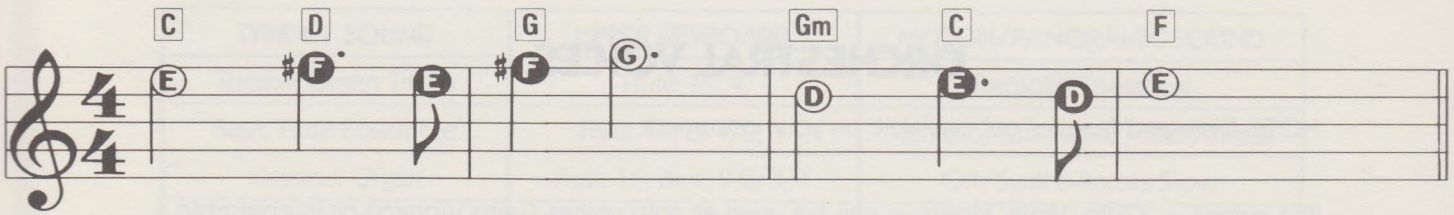
Using CLIMB EV'RY MOUNTAIN, you can see what happens when you use the Solo Syntha-Sound voices. Set up the controls as follows:

Upper: Flute/Tibia 16, 8, Solo Syntha-Sound: Violin
Lower: Cello 8
Pedals: Flute/Tibia 16, 8
Easy Players: Solo Pro; 1-Finger or FunChords if desired (Cancel The Arranger, Key Selector)
Panoramic Sound: Syntha-Rotors/Fast, Panoramic Strings

Now try this example, then activate Add Organ and play it again:

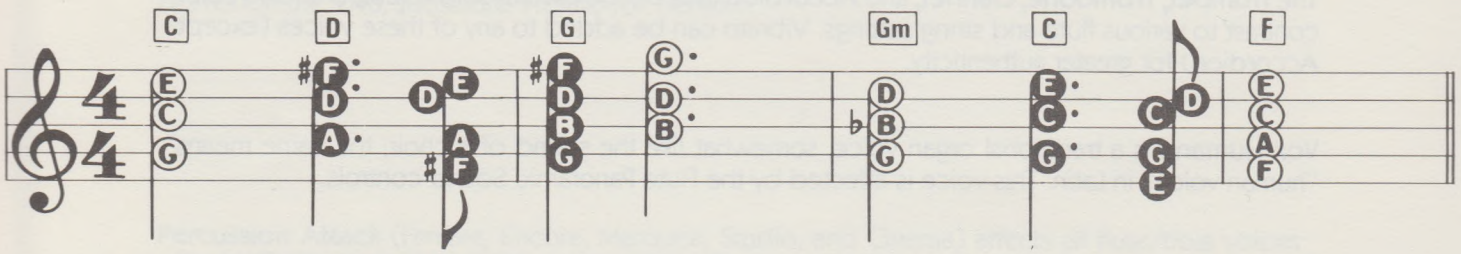
Climb Ev'ry Mountain

Words by Oscar Hammerstein II
Music by Richard Rodgers



The Violin cancels the flutes. However, when you include Add Organ and Solo Pro, the Violin will be heard playing just the melody, while the flutes play complete chords.

Here's how it sounds:



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The **Mute** button, available on the Studio and Cinema models, lets you add a wah-wah effect to any of the Solo Syntha-Sound voices by moving the expression pedal up and down. Try it with each of the other voices in this group. If you select Mute alone — with no other voice — you'll automatically get the trumpet voice.

When Mute and any one of the other Solo Syntha-Sound voices are combined, cancelling the voice automatically cancels Mute also.

NOTE: When you press a Solo Syntha-Sound tab on Marquee or Cinema, a small light above the tab goes on. To deactivate the voice, just press the tab again (and the light goes out).

The **Slide** button (Models with Super Syntha Solo) can be used with most of the voices. You control when the effect occurs by the way you play — legato (connected) or detached. When you play a melody legato, Slide causes the tone to slide from one note to the next. If you separate one note from the next, the slide effect will not occur.

PRESET PERCUSSION

"Percussion" refers to instruments that are plucked or struck. The voices in this group have something else in common — special characteristics that are built in to produce more realistic effects. Disregard those voices not available on your instrument.

Except for Piano/Flutes (Piano add Tibias), selecting one of these voices cancels the regular solo keyboard voices. This allows you to change instantly from one registration to another — for example, from a string ensemble to a piano solo. Also, except for Piano/Flutes (Piano add Tibias), only one of these voices can be heard at one time.

- Piano/Flutes (Piano add Tibias), on those models having it, combines the piano voice with the regular upper keyboard flutes (tibias) you have selected. If you have chosen no flute voices, this control automatically turns on the 8′ and 4′ flutes.
- The Piano (and Grand Piano on some models) imitate the sound of these instruments. Since the tone of the voice(s) automatically decays, no special playing technique is required. NOTE: Sustain can be added to either voice. In addition, the Grand Piano can be added to Piano/Flutes (Piano add Tibias).
- The Harpsichord features the "plucked" sound of this baroque keyboard instrument, as well as its built-in decay.
- The Banjo has built-in reiteration, which causes the tone to repeat as long a you hold down a key. Try the Banjo with traditional country and novelty tunes.
- The Hawaiian Guitar features automatic long sustain and delay vibrato. You can obtain a more authentic effect by occasionally using VariPitch (see below).
- The Marimba has a special reiteration effect. When you hold down two or more keys (or use one of the Solo Easy Players), the resulting tones repeat alternately. A marimba player obtains this effect when he uses two or more mallets. Try this voice with Latin-American songs, using Solo Pro or Duet.
- The Vibes has its own built-in tremulant, which adds warmth to the sound. In an actual vibraphone, the effect is produced by a motor-driven device.
- Chimes is a beautiful effect which is suitable for hymns, carols and other special songs. Each chime note is actually composed of four separate tones, which form a chord. Because of this, you should use only one-finger melodies with this voice. NOTE: This voice is not affected by any of the Solo Easy Players.

VARIPITCH

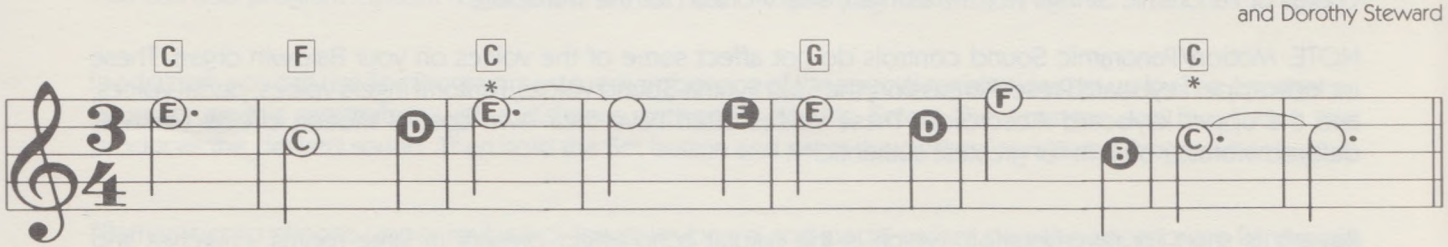
(all models except FunMachine, Viva, and Fantasia)

The VariPitch control helps you create various authentic effects such as the slide of a trombone, country fiddle, or a steel guitar. The switch is located on the left side of the expression pedal and is activated when you press it to the left with the side of your foot.

In the following example, asterisks (*) show where VariPitch can be used to imitate the slide effect when you use the Hawaiian Guitar voice. In each case, press the switch just **before** you play the notes. Then release the switch after you play the note and hear the effect.

Now Is The Hour

By Naewa Kaihan, Clement Scott
and Dorothy Steward



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When you play other Hawaiian songs, use of this control is left to your discretion. In general, activate VariPitch just before you play longer tones.

MOTION AND PANORAMIC SOUND

These controls, which make no sound of their own, greatly enhance your music by modifying the sound of many of the Baldwin voices. The changes they make can be quite noticeable — one control, for example, changes a solo violin to a string ensemble; another changes a classical organ to a "pop" organ. Disregard those features not available on your instrument.

NOTE: Panoramic Sound controls that affect the flute/tibia voices also affect the upper keyboard Vox Humana.

String Chorus, Panoramic Flutes/Tibias, and Panoramic Strings affect just the upper and lower keyboard flute or string voices. They create a chorus, or ensemble, effect with those voices.

For example, use Panoramic Strings or String Chorus with the upper keyboard string voices (Cello, Viola, and Violin) for a symphonic string ensemble. This effect is enhanced by adding Sustain. If you play only one-finger melodies, you might also like to add Solo Theatre for a full orchestral effect.

String Chorus or Panoramic Strings should usually be used when you have chosen string voices for the accompaniment on the lower keyboard. Although this is not necessary when strings are combined with flutes, or when you desire a classical organ sound, String Chorus or Panoramic Strings should be used when you use string voices by themselves for the accompaniment. The result can be quite beautiful, especially when a contrasting sound is used for the melody.

Panoramic Flutes can be used for a contemporary organ sound. In addition, if you do not require a particular Panoramic Sound control for the flute voices you have chosen for the upper keyboard, Panoramic Flutes is your best choice when you use flutes for accompaniment on the lower keyboard.

Tremolo creates a heavy pulsating effect often associated with "pop" organ. It affects the flutes.

Syntha-Rotors controls affect just the flute voices. They offer two multi-channel effects that are designed to duplicate, using digital electronic technology, the sound of a separate speaker cabinet containing mechanically rotating speakers (tremolo effect).

Syntha-Rotors/Fast can generally be used for most popular music. This effect is also appropriate for gospel music.

Syntha-Rotors/Slow can be used for classical and liturgical music, as well as for jazz and contemporary music.

Theatrical creates the particular effect made by flutes and tibias in a theatre pipe organ. It is especially appropriate for theatre organ music.

NOTE: Only one of the four controls that affect the flute voices will operate at any one time. More than one tab can be selected; however, the one farthest to the right takes precedence.

(Instrumental) Vibrato affects only the regular string and reed voices on the upper keyboard. (On the FunMachine, Viva, Fantasia, Interlude, and Bravo models, Vibrato affects **all** voices.) It provides a delayed vibrato effect which is especially appropriate when you want to duplicate solo orchestral instruments such as solo Violin or Clarinet. To give the Instrumental Vibrato a chance to work properly, you should play the melody notes slightly "detached" — that is, release each note briefly but completely before playing the next.

Vibrato can also be combined with other Motion/Panoramic Sound controls. For example, a full ensemble might combine flutes, strings and the Trumpet, and use Tremolo or Syntha-Rotors Fast (for the flutes), String Chorus or Panoramic Strings (for the strings), and Vibrato (for the Trumpet).

NOTE: Motion/Panoramic Sound controls do not affect some of the voices on your Baldwin organ. These include upper keyboard Preset Percussion, the Solo Syntha-Sound voices, FantomFingers voices, pedal voices, and the upper keyboard Accordion. These voices often have their own special motion effects (such as delayed vibrato) built in for greatest authenticity.

Reverb is short for reverberation, which is the natural echo effect present in large rooms, churches and auditoriums. Natural reverberation is missing in most homes. Therefore, Reverb can be adjusted for the most pleasing effect and left at that position all the time. At first, try the Reverb control at its mid-point. Then, increase or decrease the amount of Reverb as desired.

NOTE: The Reverb effect can be heard **after** you release the keys.

THE PROGRAMMER

(Marquee, Studio, Cinema only)

The Programmer enables you to instantly activate a complete registration by pressing only one button. It also lets you create and store your own favorite registrations so you can activate them just as easily.

Voices and controls in each of the preset combinations are:

MARQUEE	STUDIO & CINEMA	TYPE OF SOUND	UPPER KEYBOARD	LOWER KEYBOARD	PEDAL	PANORAMIC SOUND
Preset #1	Preset #1	String Ensemble	String 16, 8, 4 Sustain	String 8, 4	Flute 8 String Bass	Panoramic Strings
Preset #2	Preset #2	Jazz Organ	Flute 16, 8, 5-1/3, 2-2/3, 1-3/5	Flute 8, 4	Flute 8 String Bass	Syntha-Rotors Slow
	Preset #3	Theatre Flutes	Flute 16, 8, 4, 2, 1	Flute 8, 4	Flute 16, 8	Theatrical Flutes
Preset #3	Preset #4	Full Ensemble	Flute 16, 8, 4, 2-2/3, 2, 1 String 16, 8, 4 Trombone	Flute 8, 4 String 8, 4 Diapason 8	Flute 16, 8 String Bass	Panoramic Flute Panoramic Strings Instrumental Vibrato

When one of the presets is selected, the controls shown above are automatically turned on and any others in the Upper Keyboard, Lower Keyboard, Pedals, FantomFingers, Solo Easy Players, and Panoramic Sound groups are cancelled. When you turn off The Programmer (by pressing the lighted button again), your original registration will return.

CUSTOM COMBINATIONS

You can easily "teach" The Programmer to remember a special combination of voices and controls — one that is different from any of the preset combinations.

Suppose you want to set up a special registration to use in the middle of a song. First set up your custom registration.* Then, hold the Set button and press The Programmer button #1. Release both buttons and your setup has now replaced the string ensemble preset.

To begin the song, set up any desired registration. When you wish to change to your custom registration, just press button #1. That's all it takes!

To cancel the custom registration, hold button #1 and then press Set. NOTE: Custom combinations are automatically cancelled when you turn off the organ.

You can also program custom registrations on the other Programmer buttons, of course.

In addition, you can use The Programmer to remember one of the special registrations set up by The Arranger so you can use this registration with a different rhythm. To do this: Select The Arranger, and the rhythm that produces the desired sound. Then hold the Set button and press the desired numbered Programmer button.

*Remember to choose upper keyboard, lower keyboard and pedal voices plus the appropriate Panoramic Sound controls. Include FantomFingers effects and Solo Easy Players if you wish.

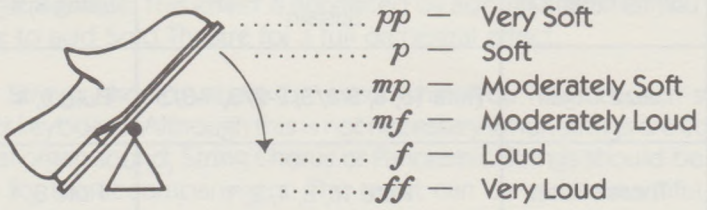
EXPRESSION PEDAL

(all models except FunMachine 140)

The expression pedal is located near the floor, toward the right side of the organ. This pedal regulates the loudness of ALL the organ voices, regardless of how individual volume controls may be set.

Place your entire right foot — including your heel — on the pedal. Pushing down with your toe makes the organ louder; pushing down with your heel makes it softer.

The diagram shows standard music dynamic marks indicating degrees of loudness and the related positions of the expression pedal. The "halfway down" position of the pedal represents the medium volume range — this is always a good starting point if dynamic marks don't appear in the music.



MASTER VOLUME

(FunMachine 140)

Use the Master Volume slider to adjust the loudness of the entire instrument.

HEADSET JACK

(all models except Viva)

A standard ¼" headphone jack is provided for standard stereo headphones. NOTE: On theatre-style models, it's located beneath the lower keyboard.

When you plug in a headset, the organ speakers are automatically bypassed. This puts ALL the sound through the headphones and allows you to play in complete privacy. Now you can play ANY time — in the middle of the night or during the family's favorite TV show — and disturb no one!

When you plug in your headset, be sure to decrease the loudness of the organ first. Once you're wearing the phones, adjust the volume to any agreeable level.

NOTE: Should you turn on the organ and get no sound, make sure your headset is not plugged in.

STEREO HEADPHONES

Stereo headphones are available as an optional accessory so that you can enjoy your playing without being distracted from the outside, or without disturbing others. Your Baldwin dealer can give you additional information about the headphones and their use.

LIGHTS

(Marquee, Cinema only)

This switch turns on the console lights on the organ when you don't want to turn on the organ itself, aiding you in reading the tab names, and adding to the theatrical appearance of the instrument. (The lights turn on automatically when the organ power is turned on.)

TAKING CARE OF YOUR BALDWIN

In building each Baldwin instrument, Baldwin has brought together the best in engineering, research, design, materials, and craftsmanship. Every conceivable test and precaution at the factory insures the high standard of Baldwin excellence in each instrument.

This instrument was carefully inspected during all stages of its production and was given a complete final inspection before shipment. Your Baldwin dealer again checked the instrument at the time of delivery.

With such a fine instrument in good condition, you will want to keep it that way. While Baldwin designers and engineers have created your instrument to give long service with a minimum of care and attention, there are a few important things you can do to keep it in perfect condition in the years to come.

PRESERVING THE FINISH

Before leaving the factory, your Baldwin organ was given a lustrous and lasting finish. Use only a soft, clean cloth in dusting your instrument. Avoid the use of oiled or "treated" dust cloths. The oil residue will cause hazing and clouding, and it has a tendency to collect dust. Never use aerosol or spray products of any kind. The over-spray from these products can damage your instrument.

EXTREME CHANGES OF HUMIDITY OR TEMPERATURE

Remember that extreme heat or extreme cold may damage the finish of your instrument. Excessive changes in humidity may also injure the finish. Do not place your Baldwin over a heat register, near a steam or hot water radiator, or next to an outside window which will be opened for any length of time in cold weather.

PRECAUTIONS IN BAD WEATHER

Serious damage can occur to the circuits in your Baldwin organ during thunderstorms. It is advisable to unplug the instrument to provide maximum protection.

CLEANING KEYS, TABS, AND PEDALS

To clean the keys and stop tabs, gently rub them from back to front with a soft cheesecloth (lint-free) slightly moistened with water. Never rub across the keys, because that will darken the sides. Do not use any kind of furniture polish to clean or protect the keys; such material may yellow or otherwise damage them. If plain water does not do a complete job of cleaning, a very limited amount of the mildest soap can be added. This procedure can be used on both the black and the white keys. Rub gently and dry with a soft cheesecloth.

Should the pedals get dirty from use, clean them first with benzine and then apply a good coat of reliable liquid wax.

MOVING

Your Baldwin is not difficult to move; however, be sure to have adequate help, since personal injury or damage to the instrument may easily result from careless moving. Also see that the electric current plug is pulled out.

Before moving console models, remove the pedalboard carefully and disconnect the wiring to the console.

SERVICE

Except for the care of the finish, keys, and pedals, do not try to service your Baldwin yourself. If you have occasion to need service, a call to your Baldwin dealer will bring prompt, courteous attention.

Should your Baldwin fail to operate properly, check these few simple points before calling a service technician:

1. Make sure the organ is securely plugged into the outlet.
2. Make sure the power switch is turned on.
3. Make sure there is power available at the wall or floor outlet.
4. Make sure a voice tab is pressed on the keyboard you are trying to play.
5. Move the expression pedal or Master Volume control back and forth to see if you get a normal increase in volume.

TECHNICAL MANUAL

Although service to your Baldwin should be performed only by qualified electronic organ technicians, many owners prefer to keep a file of technical information covering their equipment.

To request, write to:

Baldwin Piano & Organ Company
Customer Service Department
1801 Gilbert Avenue
Cincinnati, OH 45202, U.S.A.

Be sure to specify model number and serial number. This information is found on a metal plate beneath the keyboards.

NOTICE TO THE USER:

This Baldwin musical instrument contains circuitry which operates in the radio frequency range. It has been type tested for radio frequency emission and has been found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules. These rules are designed to provide reasonable protection against interference to radio and television reception in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this instrument does cause interference to radio or television reception (which can be determined by turning the instrument off and on), you are encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna for the radio or television;

Relocate the instrument with respect to the radio or television;

Move the instrument away from the radio or television;

Plug the instrument's power cord into a different outlet so that the instrument and the radio or television are on different branch circuits.

If necessary, you should consult the local Baldwin dealer or an experienced radio/television technician for additional suggestions. You might find the following booklet, prepared by the Federal Communications Commission, helpful:

"How to Identify and Resolve Radio - TV Interference Problems"

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00398-5.

NOTE: The preceding information applies to instruments manufactured after October 1, 1983.

REGISTRATION SECTION

To introduce you to the tremendous tonal versatility of your Baldwin, some of the most basic and useful registrations are presented here. These are only suggestions. Registration is a matter of personal choice, and two individuals seldom register a piece exactly the same. Your choice reflects your playing style and musical taste.

Disregard those voices and controls that do not appear on your instrument.

In most of the following registrations, RealRhythm suggestions are not given; your choice of rhythms or voices depends on the music you are playing. Many songs can be played in as many as three or four different rhythms and at many different tempos.

Settings for FunMachine also are not indicated. The Key Selector depends on the key of the song you are playing. The use of Memory and FunBass depends on your personal playing preference. Solo Easy Players (such as Pro) are appropriate for some songs, but not for others.

Reverb should be set to suit your own taste. The correct setting depends on many factors, including the size of the room. After you have adjusted Reverb for the most pleasant sound, you should not have to change this control further.

Adjust Lower/Accompaniment and Pedals/Bass volume controls so that you can hear the melody clearly.

NOTE: The first ten registrations for each model correspond to the ten numbered registration categories used in the E-Z Play® TODAY songbook series.

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34	Viva, Fantasia
36	Interlude, Bravo
38	Overture, Fanfare
41	Encore, Marquee, MicroComputer Orchestra, Studio, Cinema
46	FantomFingers Registrations (Encore, Marquee, MicroComputer Orchestra, Studio, Cinema)

Models with Instant Orchestra — the Instant Orchestra feature can be used with any of the registrations starting on page 41. Instant Orchestra is not listed with any of them, however, as the use of this feature depends on the style of music you play as well as on the registration selected. Generally speaking, Instant Orchestra can be used most of the time when you use automatic rhythm.

FUNMACHINE (140-145)

Name	Bass	Accomp. (Rhythm On)	Accomp. (Rhythm Off)	Solo	Vibrato
1. Flute Solo	Flute	Flute Piano	Flute Cello	Flute	On
2. Ensemble	Flute String Bass	Flute Piano	Flute Cello	Flute Trombone	On
3. Flute/Violin Combination	Flute String Bass	Flute Piano	Flute Cello	Flute Violin	On
4. Flute/Brass Combination	Flute String Bass	Flute Guitar	Flute Cello	Flute Trumpet	On
5. Full Ensemble	Flute String Bass	Flute Guitar Piano	Flute Horn or Cello	Flute Violin Trombone	On
6. Liturgical	Flute	———	Flute Horn or Cello	Flute Trombone	Off
7. Jazz	String Bass	Guitar Piano	Flute	Piano	Off
8. Piano Solo	Flute String Bass	Flute Guitar	Flute	Piano	Off

Continued

FUNMACHINE (140-145)

Name	Bass	Accomp. (Rhythm On)	Accomp. (Rhythm Off)	Solo	Vibrato
9. Solo Trumpet or Trombone or Accordion* *(model 145)	Flute String Bass	Flute Guitar	Flute Cello	Trumpet or Trombone or Accordion	Optional
10. Violin Solo	Flute String Bass	Flute Piano	Flute	Violin	On
11. Solo Hawaiian Guitar or Harpsichord* or Marimba* *(model 140)	Flute String Bass	Flute Guitar	Flute	Hawaiian Guitar or Harpsichord or Marimba	Off
12. Quiet Hymn	Flute	———	Flute	Flute	On
13. Country "Fiddles"	Flute String Bass	Guitar	Flute	Violin plus Accordion or Trombone	On
14. Music Box	Flute	Flute Piano	Flute	Violin Sustain (Play near right end of keyboard)	Off
15. Harp	Flute	Flute Piano	Flute	Flute Sustain	Off
16. Harpsichord (model 145)	Flute String Bass	Flute Piano	Flute	Violin Sustain (Play melody staccato)	Off

VIVA, FANTASIA

Name	Pedals (Fantasia only)	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion
1. Open Harmony Flutes	Flute	Flute Piano	Flute	Flute 16, 4	Viva: Vibrato Fantasia: Tremolo
2. Full Flutes	Flute String Bass	Flute Piano	Flute Cello	Flute 16, 8, 4	Viva: Vibrato Fantasia: Tremolo
3. Flute/String Combination	Flute String Bass	Flute Piano	Flute Cello	Flute 16, 8, 4 Violin	Tremolo Vibrato
4. Flute/Reed Combination	Flute String Bass	Flute Guitar	Flute Horn	Flute 16, 8, 4 Clarinet	Viva: Vibrato Fantasia: Tremolo Vibrato opt.
5. Full Ensemble	Flute String Bass	Flute Guitar Piano	Flute Cello	Flute 16, 8, 4 Violin Clarinet	Tremolo Vibrato
6. Liturgical	Flute	———	Flute Horn	Flute 16, 8, 4 Violin opt.	Off
7. Jazz	String Bass	Guitar Piano	Flute	Flute 16, 4	Off
8. Piano Solo	Flute String Bass	Flute Guitar	Flute	Piano	Tremolo
9. Solo Trumpet or Clarinet	Flute String Bass	Flute Guitar	Flute Cello	Trumpet or Clarinet	Tremolo Vibrato opt.

Continued

Name	Pedals (Fantasia only)	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion
10. Violin Solo	Flute String Bass	Flute Piano	Flute	Violin	Tremolo Vibrato
11. Marimba	Flute String Bass	Flute Guitar	Flute	Marimba	Off
12. Quiet Hymn	Flute	———	Flute	Flute 8, 4	Vibrato
13. Country "Fiddles"	Flute String Bass	Flute Guitar	Flute	Violin Clarinet	Vibrato
14. Music Box	Flute	Flute Piano	Flute	Violin Sustain (Play near right end of keyboard)	Viva: Off Fantasia: Tremolo
15. Harp	Flute	Flute Guitar	Flute	Flute 8 Sustain	Off
16. Harpsichord	Flute String Bass	Flute Piano	Flute	Violin Sustain (Play melody staccato)	Viva: Off Fantasia: Tremolo
17. Novelty Solo	Flute String Bass	Flute Guitar	Flute Cello	Flute 4 Trumpet	Tremolo Vibrato opt.

INTERLUDE, BRAVO

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion
1. Open Harmony Flutes	Flute (8)	Flute (8) Piano	Flute (8)	Flute 16, 4	Tremolo or Syntha-Rotors Fast
2. Full Flutes	Flute (8) String Bass	Flute (8) Guitar Piano	Flute (8) Cello (8)	Flute 16, 8, 4, 2	Tremolo or Syntha-Rotors Fast
3. Flute/String Combination	Flute (8) String Bass	Flute (8) Piano	Flute (8) Cello (8)	Flute 16, 8, 4 Violin	Tremolo or Syntha-Rotors Fast; Vibrato
4. Flute/Reed Combination	Flute (8) String Bass	Flute (8) Guitar	Flute (8) Cello (8)	Flute 16, 8, 4 Clarinet	Tremolo or Syntha-Rotors Fast
5. Full Ensemble	Flute (8) String Bass	Flute (8) Guitar Piano	Flute (8) Cello (8) Add Octave	Flute 16, 8, 4, 2 Violin Clarinet	Tremolo or Syntha-Rotors Fast; Vibrato
6. Liturgical	Flute (8)	———	Flute (8) Horn (8) Add Octave	Flute 16, 8, 4, 2 Violin opt.	Off
7. Jazz	String Bass	Guitar Piano	Flute (8)	Flute 16, 8, 2 or Flute 16, 4	Off
8. Piano Solo	Flute (8) String Bass	Flute (8) Guitar	Flute (8)	Piano	Tremolo or Syntha-Rotors Fast
9. Solo Trumpet or Clarinet or Accordion	Flute (8) String Bass	Flute (8) Guitar	Flute (8) Cello (8)	Trumpet or Clarinet or Accordion	Tremolo or Syntha-Rotors Fast; Vibrato opt.

Continued

INTERLUDE, BRAVO

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion
10. Violin Solo	Flute (8) String Bass	Flute (8) Piano	Flute (8)	Violin	Tremolo or Syntha-Rotors Fast; Vibrato
11. Solo Marimba or Hawaiian Guitar or Banjo* *(Bravo)	Flute (8) String Bass	Flute (8) Guitar	Flute (8)	Marimba or Hawaiian Guitar or Banjo	Optional: Tremolo or Syntha-Rotors Fast
12. Quiet Hymn	Flute (8)	———	Flute (8) Cello (8)	Flute 8, 4	Optional: Tremolo or Syntha-Rotors Fast
13. Country "Fiddles"	Flute (8) String Bass	Flute (8) Guitar Banjo	Flute (8) Cello (8)	Violin Accordion	Tremolo or Syntha-Rotors Fast; Vibrato
14. Music Box	Flute (8)	Flute (8) Piano	Flute (8)	Flute 4 Sustain	Off
15. Harp	Flute (8)	Flute (8) Piano	Flute (8)	Flute 8 Sustain	Off
16. Harpsichord	Flute (8) String Bass	Flute (8) Piano	Flute (8)	Violin Sustain	Tremolo or Syntha-Rotors Fast
17. Novelty Solo	Flute (8) String Bass	Flute (8) Guitar Piano	Flute (8) Cello (8)	Flute 2 (4) Trumpet	Tremolo or Syntha-Rotors Fast; Vibrato opt.
18. Chimes (Bravo)	Flute (8)	Flute (8) Piano	Flute (8)	Flute 4, Sustain Solo Easy Players: Theatre (Chord must be played on lower keyboard)	Off

OVERTURE, FANFARE

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion/ Panoramic Sound
1. Open Harmony Flutes	Flute 16, 8	Flute 8 Guitar Piano	Flute 8, 4 Cello 8	Flute 16, 4 Flute 1 opt.	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings
2. Full Flutes	Flute 16, 8 String Bass	Flute 8 Guitar Piano	Flute 8, 4 Cello 8	Flute 16, 8, 4 2-2/3, 2, 1	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings
3. Flute/String Combination	Flute 16, 8 String Bass	Flute 8 Cello 8 Guitar Piano	Flute 8, 4 Cello 8 Violin 4	Flute 16, 8, 4 Cello 8 Violin 4	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings
4. Flute/Reed Combination	Flute 16, 8 String Bass	Flute 8 Cello 8 Guitar Piano	Flute 8, 4 Cello 8	Flute 16, 8, 4, 2 Clarinet	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings; (Instrumental) Vibrato
5. Full Ensemble	Flute 16, 8 String Bass	Flute 8 Cello 8 Guitar Piano	Flute 8, 4 Cello 8 Violin 4	Flute 16, 8, 4, 2-2/3, 2, 1 Cello 8 Violin 4 Clarinet	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings; (Instrumental) Vibrato
6. Liturgical	Flute 16, 8	_____	Flute 8, 4 Cello 8 Horn 8	Flute 16, 8, 4, 2-2/3, 2, 1 Cello 8 Trumpet opt.	Off or Syntha-Rotors Slow
7. Jazz	Flute 8 String Bass	Guitar Piano	Flute 8	Flute 16, 8, 2-2/3, 1 Perc Attack optional	Off or Syntha-Rotors Slow

Continued

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion/ Panoramic Sound
8. Piano Solo	Flute 16, 8 String Bass	Flute 8 Guitar	Flute 8, 4	Piano	Tremolo, Syntha-Rotors Fast or Panoramic Flutes
9. Solo Trumpet or Trombone* or Clarinet or Accordion *(Fanfare)	Flute 16, 8 String Bass	Flute 8 Guitar	Flute 8 Cello 8	Trumpet or Trombone or Clarinet or Accordion	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings (Instrumental) Vibrato
10. String Solo	Flute 8 String Bass	Flute 8 Piano	Flute 8	Cello 8 Violin 4	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; (Instrumental) Vibrato
11. Solo Marimba or Hawaiian Guitar or Banjo or Vibes* or Chimes* *(Fanfare)	Flute 8 String Bass	Flute 8 Guitar Piano	Flute 8 Cello 8	Marimba or Hawaiian Guitar or Banjo or Vibes or Chimes	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings
12. Quiet Hymn	Flute 16, 8	———	Flute 8 Cello 8	Flute 8, 4	Tremolo, Syntha-Rotors or Panoramic Flutes; String Chorus or Panoramic Strings
13. Country "Fiddles"	Flute 8 String Bass	Flute 8 Cello 8 Guitar Banjo Wah Guitar* *(Fanfare)	Flute 8, 4 Cello 8	Cello 8 Violin 4 Accordion	Tremolo or Syntha-Rotors Fast; (Instrumental) Vibrato
14. Music Box	Flute 8 String Bass	Cello 8 Piano	Cello 8	Flute 4 Sustain	String Chorus or Panoramic Strings

Continued

OVERTURE, FANFARE

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Motion/ Panoramic Sound
15. Harp	Flute 8	Cello 8 Piano	Cello 8	Flute 8 Sustain	String Chorus or Panoramic Strings
16. Harpsichord	Flute 8 String Bass	Flute 8 Piano	Flute 8	Cello 8 Violin 4 Sustain	Tremolo, Syntha-Rotors Fast or Panoramic Flutes
17. Novelty Solo	Flute 8 String Bass	Flute 8 Guitar Piano	Flute 8 Cello 8	Flute 2 Trumpet	Tremolo, Syntha-Rotors or Panoramic Flutes; String Chorus or Panoramic Strings; (Instrumental) Vibrato
18. Chimes (Overture)	Flute 16, 8	Flute 8 Piano	Cello 8	Flute 4, Sustain Solo Easy Players: Theatre (Chord must be played on lower keyboard)	String Chorus or Panoramic Strings
19. Synthesizer Effect	Flute 16, 8 String Bass	Flute 8 Cello 8 Guitar Piano	Flute 8, 4 Cello 8	SynthaMute Sustain	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings
20. Mellow Moods	Flute 16, 8 String Bass	Cello 8 Guitar Piano	Cello 8	Flute 16, 8, 5-1/3*, 1 *(Fanfare)	Tremolo, Syntha-Rotors Fast or Panoramic Flutes; String Chorus or Panoramic Strings

Flute = Tibia Also see FantomFingers Registrations at the end of this guide.

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Panoramic Sound
1. Open Harmony Flutes	Flute 16, 8	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Harp	Cello 8 Violin 4	Flute 16, 4 Flute 1 opt.	Theatrical Flutes or Panoramic Flutes; Panoramic Strings
2. Full Flutes	Flute 16, 8 String Bass	Flute 8 Cello 8 Violin 4 FantomFingers: Rhythm Chord Piano; Star Performer Guitar; Fantom Touch Piano	Flute 8 Cello 8 Violin 4	Flute 16, 8, 5-1/3, 4, 2-2/3, 2, 1	Panoramic Flutes Panoramic Strings
3. Flute/String Combination	Flute 16, 8 String Bass	Flute 8 Cello 8 Violin 4 Fanton Fingers: Rhythm Chord Piano; Star Performer Guitar; Fantom Touch Piano	Flute 8 Cello 8 Violin 4	Flute 16, 8, 4, 2 Cello 16 Viola 8 Violin 4	Panoramic Flutes Panoramic Strings
4. Flute/Reed Combination	Flute 16, 8 String Bass	Flute 8 Cello 8 Violin 4 FantomFingers: Rhythm Chord Piano; Star Performer Guitar; Fantom Touch Piano	Flute 8, 4 Cello 8	Flute 16, 8, 5-1/3, 4 Trumpet Trombone	Panoramic Flutes Panoramic Strings Instrumental Vibrato
5. Full Ensemble	Flute 16, 8 Bass Guitar String Bass	Flute 8 Cello 8 Violin 4 FantomFingers: Rhythm Chord Piano; Star Performer Guitar; Fantom Touch Piano	Flute 8, 4, 2 Cello 8 Violin 4	Flute 16, 8, 4, 2-2/3, 2, 1 Cello 16 Viola 8 Violin 4 Trumpet Trombone	Panoramic Flutes Panoramic Strings Instrumental Vibrato

Continued

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Panoramic Sound
6. Liturgical	Flute 16, 8	_____	Flute 8, 4 Cello 8 Diapason 8	Flute 16, 8, 4, 2-2/3, 2, 1 Cello 16 Viola 8 Trombone opt.	Syntha-Rotors Slow
7. Jazz	Bass Guitar or String Bass	FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Brass Riff	Flute 8, 4 or Cello 8	Flute 16, 8, 5-1/3, 2-2/3 Perc. Attack	Syntha-Rotors Slow Panoramic Strings
8. Piano Solo	Flute 16, 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Guitar or Piano; Fantom Touch Piano	Flute 8 Cello 8	Piano or Grand Piano	Panoramic Flutes Panoramic Strings
9. Solo Trumpet or Trombone or Sax or Oboe or Clarinet	Flute 16, 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Piano or Brass Riff	Flute 8 Cello 8	Solo Syntha-Sound: Trumpet or Trombone or Sax or Oboe or Clarinet Optional: Flute 16, 8, 4 Add Organ	Panoramic Flutes Panoramic Strings
10. Violin Solo	Flute 16, 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Guitar or Piano; Fantom Touch Piano	Flute 8	Solo Syntha-Sound: Violin	Panoramic Flutes

Continued

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Panoramic Sound
11. Solo Marimba or Hawaiian Guitar or Banjo or Vibes or Chimes	Flute 16, 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Harp	Cello 8 Violin 4	Marimba or Hawaiian Guitar or Banjo or Vibes or Chimes	Panoramic Strings
12. Quiet Hymn	Flute 16, 8	_____	Flute 8 Cello 8	Flute 8, 4	Optional: Panoramic Flutes Panoramic Strings
13. Country "Fiddles"	Flute 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Guitar, Piano; Star Performer Banjo; Fantom Touch Piano	Flute 8, 4	Viola 8 Violin 4 Accordion Solo Syntha-Sound: Violin, Add Organ	Syntha-Rotors Fast Instrumental Vibrato
14. Music Box	Flute 8	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Harp	Cello 8	Flute 4 Sustain	Panoramic Strings
15. Harp Solo	Flute 8	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Harp	Cello 8	Flute 8 Sustain	Panoramic Strings

Continued

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Panoramic Sound
16. Harpsichord Solo	Flute 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Piano; Fantom Touch Piano	Flute 8, 4	Viola 8 Violin 4 Sustain	Panoramic Flutes
17. Novelty Solo	Flute 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Piano, Wah Guitar; Star Performer Rinky Tink; Fantom Touch Piano	Flute 8 Cello 8	Flute 2 Solo Syntha-Sound: Trumpet, Mute, Add Organ	Syntha-Rotors Fast Panoramic Strings
18. Jazz Flute	Flute 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Piano or Brass Riff	Cello 8	Solo Syntha-Sound: Jazz Flute	Panoramic Strings
19. Synthesizer Effect	Flute 16, 8 Bass Guitar String Bass	Cello 8 Violin 4 FantomFingers: Rhythm Chord Piano, Wah Guitar; Star Performer Harpsichord; Fantom Touch Brass Riff	Cello 8 Violin 4	SynthaMute Sustain	Panoramic Strings
20. Mellow Moods	Flute 16, 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Piano	Cello 8 Violin 4	Flute 16, 8, 5-1/3, 1	Panoramic Flutes Panoramic Strings

Continued

Name	Pedals	Lower (Rhythm On)	Lower (Rhythm Off)	Upper	Panoramic Sound
21. Symphonic String Orchestra	Flute 16, 8 String Bass	Cello 8 Violin 4 FantomFingers (opt.): Rhythm Chord Piano; Star Performer Piano; Fantom Touch Piano	Cello 8 Violin 4	Cello 16 Viola 8 Violin 4 Sustain	Panoramic Strings
22. Glockenspiel	Flute 8 String Bass	Cello 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Piano	Cello 8	Flute 16, 4, 1-1/3 Sustain	Panoramic Strings
23. Continental Accordion	Flute 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Piano	Flute 8, 4	Violin 8 Accordion Solo Syntha-Sound: Violin Add Organ	Panoramic Flutes Panoramic Strings
24. Big Band Ensemble	Flute 16, 8 String Bass	Flute 8 FantomFingers: Rhythm Chord Guitar; Star Performer Piano; Fantom Touch Brass Riff	Flute 8, 4	Trumpet Trombone Solo Syntha-Sound: Add Organ plus Trumpet or Sax or Clarinet	Syntha-Rotors Fast Instrumental Vibrato

FANTOMFINGERS REGISTRATIONS
(Encore, Marquee, MicroComputer Orchestra, Studio, Cinema)

There are hundreds of FantomFingers combinations you can use. Following are only a few suggestions, identified by type of song or music. Of course, you'll also need to choose voices for the upper keyboard and pedals.

You will probably want to adjust The Conductor setting to fit the particular song you're playing. Naturally, you can use rhythms different from those listed. However, you should know that the Rhythm Chord, Star Performer, and Fantom Touch effects will change when you substitute a different rhythm. The result might not be appropriate for the type of song or music listed.

The Lower Keyboard and Panoramic Sound settings are given only as a suggestion. You might want to change the Panoramic Sound listing if you need something else for the upper keyboard effect you have chosen.

Models with Instant Orchestra — these FantomFingers registrations are designed to be used without Instant Orchestra. However, in many cases, they can be combined with Instant Orchestra for an even more exciting effect! To produce a more pleasing combination, you might want to cancel some of the FantomFingers voices when Instant Orchestra is activated.

Name	Rhythm	The Conductor	Rhythm Chord	Star Performer	S.P. Modifiers	Fantom Touch	Lower	Panoramic Sound	Songs such as...
Slow Ballad	Fox Trot	80	Guitar	Piano	Var. I (for arpeggios use Var. III	Harp	String 8, 4	Panoramic Strings	Over The Rainbow September Song
Disco Tune	Disco	240	Wah Guitar Rinky Tink	Piano	Var. II	Brass Riff	String 8	Panoramic Strings	Love Boat Theme Love Is In The Air
Slow Waltz	Waltz	90	Guitar Piano	Guitar	Optional: Var. III	Harp	Flute/ Tibia 8, 2	Panoramic Flutes	Charade Moon River
Old Time Waltz	Waltz, Second Drummer	160	Banjo Rinky Tink	Rinky Tink	Var. I	Piano	Flute/ Tibia 8, 4	Panoramic Flutes	Bicycle Built For Two

Continued

FANTOMFINGERS REGISTRATIONS
(Encore, Marquee, MicroComputer Orchestra, Studio, Cinema)

Name	Rhythm	The Conductor	Rhythm Chord	Star Performer	S.P. Modifiers	Fantom Touch	Lower	Panoramic Sound	Songs such as...
Country Waltz	Waltz	100	Guitar Piano	Banjo	Var. I	Piano	Flute/ Tibia 8 String 8	Panoramic Flutes Panoramic Strings	Tennessee Waltz Lucille
Country Ballad	Country	80	Piano	Guitar	Var. I	Piano	String 8, 4	Panoramic Strings	Release Me For The Good Times
Country Western	Country, Second Drummer	80	Banjo	Guitar	Var. I	Brass Riff	String 8	Panoramic Strings	Tumblin' Tumble-weeds
Country Bluegrass #1	Fox Trot, Second Drummer	260	Wah Guitar Rinky Tink	Banjo	Var. I	Brass Riff	String 8, 4	Panoramic Strings	Good Hearted Woman Guitar Man
Country Bluegrass #2	Polka/ March +Disco	260	Guitar Piano	Banjo	——	Brass Riff	——	——	I Walk The Line
Slow Latin Melody	Cha Cha, Second Drummer	210	Guitar	Piano	Var. II or Var. III	Piano	String 8, 4	Panoramic Strings	Yellow Bird Yours Adventures In Paradise
Medium-tempo Latin #1	Bossa Nova	130	Piano	Guitar	Var. I	Piano	Flute/ Tibia 8, 4, 2	Syntha-Rotors Fast	Wave A Day In The Life Of A Fool

Continued

FANTOMFINGERS REGISTRATIONS
(Encore, Marquee, MicroComputer Orchestra, Studio, Cinema)

Name	Rhythm	The Conductor	Rhythm Chord	Star Performer	S.P. Modifiers	Fantom Touch	Lower	Panoramic Sound	Songs such as...
Medium-tempo Latin #2	Rhumba	130	Piano	Guitar	Var. I	Piano	Flute/ Tibia 8 String 8	Panoramic Flutes, Panoramic Strings	Poinciana Temptation
Fast Latin Tune	Samba	260	Guitar Harpsi-chord	Piano	Var. II	Brass Riff	Flute/ Tibia 8, 4 String 8,4	Syntha-Rotors Fast, Panoramic Strings	Brazil Samba de Orfeu
'50s Latin Ballad	Rhumba Second Drummer	130	Guitar Optional: Wah Guitar	Piano	Var. I	Brass Riff	Flute/ Tibia 8, 2 String 4	Syntha-Rotors Fast, Panoramic Strings	Venus Rhythm Of The Falling Rain
2/4 March	Polka/ March	240	Piano	Piano	Var. 1	Brass Riff	Flute/ Tibia 8, 4	Panoramic Flutes	Colonel Bogey March
Medium Swing	Swing	180	Guitar Piano	Guitar	———	Brass Riff	off	Depends on Solo	Chicago
Fast Jazz	Fox Trot	300	Piano	Guitar	Var. I	Brass Riff	off	Depends on Solo	How High The Moon
Boogie Woogie	Shuffle	170	Piano Wah Guitar	Rinky Tink	Optional: Var. II	Brass Riff	off	Depends on Solo	Kansas City

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